

# LORD OF HOSTS

Is devoted to variant Diplomacy. In these pages will be found Miller numbers and designators, variant game announcements and results, occasional articles and editorials, and (given a special request and a hefty bribe of \$3.00 per player, in addition to maintaining a subscription) games of variant Diplomacy. The price for subscriptions and back issues will be cost plus postage, rounded up to the nickel (so that I can produce additional copies). Offers to trade will be considered. Issues will be published at

least quarterly; more frequently if there is sufficient material or games. Thanks are tendered to the IDA for their considerate subsidy of this effort. Miller numbers will be assigned on the receipt of a self-addressed envelope, postage in stamp or coin, gamemaster's name, magazine, year of game, type of variant, and list of players and countries; subscribers can if they wish, forget about the envelope and postage and wait for the next issue. Anyone may reproduce an issue in its entirety; partial reprinting is permitted upon attribution, except for articles by other authors who herewith retain full rights to their own material. This entire effort is yours courtesy of Robert Sacks, 15-F Tang Hall, 550 Memorial Drive., Cambridge Ma 02139, (617) 494-8889. Member: AWA, IDA, MIT-SGS, TDA, TIDA-RNE.

No. 5 & 6

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SUPPLEMENTS: The Downfall of The Lord of The Rings and The Return of The King II,  
EL DORADO 7, Parlement

Note: Our Downfall game opening has changed to Downfall II; the Intimate opening is still open; we are opening sections of Parlement and of the Persian Variant.

I will be at ORIGINS I in Baltimore, July 25-27; for info - Avalon Hill.

If my thesis (due the next day) is in, I will be at SUMMERCON I in Cambridge, August 9&10; for info - Paul Bean, 379 Marlborough St, Boston Ma 02215

( ) see page

Am't remaining  
in sub:

( ) Resub now!



RECEIVED MATTER

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NORTH AMERICAN-Dan Gallagher/6425 King Louis Dr/Alexandria Va 22312  
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VARIANT ORPHAN RESCUE SERVICE

Raymond Heuer/102-42 Jamaica Ave/Richmond Hill NY 11418

KNOWN GAME OPENINGS (Please advise me of any corrections you know of)  
P Berggren/Davistown Schoolhouse Rd/Orford NH 03777 TURNABOUT/\$2+8/\$2: ME V  
A&T Burkacki/13201 Dwyer/Detroit Mi 48212 RAGWEED/\$1+postage: Bioplomacy  
R Christopher/15170 Colombet/San Martin Ca 95046 THE DEMONS HOME/\$1+10/\$1.50: YV  
G Costikyan/1675 York Ave/NY NY 10028 URF DURFAL/8/\$2: 1618, 260 AD, Dilatory,  
Diluvian, Pacifica, Stab-Happy  
D Efron/1823 Dacotah Dr/Windsor ONT CANADA N8Y 1S4 BRAINWAVE/\$3+\$3/yr: Hard Choice,  
YV  
R Fox/5160 Donna Ave/Tarzana Ca 91356 CENTURION/\$1 (except 1st game)+8/\$2: YV  
B Grossman/29 E 9 St #9/NY NY 10003 THE PREDAWN LEFTIST/\$4+10/\$2: Colonia  
B Hartwig/5030 N 109 St/Longmont Co 80501 PODUNK NEWS/\$2: Anarchy  
D Head/Box 1232/Huntsville ONT CANADA POA 1K0 ARRAKIS/\$6 (\$5 for IDA): Antigon  
Isles, Atlantica I  
R Heuer/102-42 Jamaica Ave/Richmond Hill NY 11418 CARN DUM/\$7: 1600  
M Homeier/238 N Bowling Green Way/Los Angeles Ca 90049 THE MASTER MACHIAVELLIAN/  
12/\$2.50 or 24/\$4.50+/\$1: 1701, SPQR; \$1.50: Colonia  
D Kadlecsek/1447 Sierra Creek Way/San Jose Ca 95132 SPECULUM/10/\$2+GD \$1+/-0-:  
Scacchomacy; \$1: ME VII: \$1.50: Third Age II; \$2: YV  
R Kovalcik/947 56 St/Brooklyn NY 11219 EXPONENT/10/\$1.50: Black Hole, Colonia  
J Leeder/4910 20A St SW/Calgary ALBERTA CANADA T2T 5A6 RUNESTONE/\$2 (\$1.50 for IDA)  
+1¢/pg+postage: Bawtinheimer 8-player, Flintlock II, Gesta Danorum  
M Muchnik/2520 Hyacinth Ct/Westbury NY 11590 VALINOR/\$1+10/\$1.50: ME V  
R Sacks/15-F Tang Hall/550 Memorial Dr/Cambridge Ma 02139 LORD OF HOSTS/\$3+20¢/  
issue+postage: Downfall II, Intimate, Parlement, Persian  
S Solomon/17420 Lake View Dr/Morgan Hill Ca 95037 INFAMOUS/\$1+8/\$1.50: Gigaton  
Bomb, Intimate

I have decided to regularly delete entries I have not heard from or  
about, or that I have heard are no longer certain.

1977 Jack. (Youngstown IV) Zine: Youngstown IV. GM: John Van De Paul Wood

A-Dave Slight; E-James Gruetzner (dro S 06); F-Ron Kelly; G-Victor Ricci (won F 10); I-Dave Ayres; R-Tom Kistler (dro F 06); T-Mark McAlpine (dro W 01).

	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910		1901
A	4	3	3	3	2	2	2	1	1	1	A	4
E	5	4	4	4	3	1	-				E	4*
F	4	5	5	5	6	6	6	5	5	2	F	5
G	5	7	8	8	8	10	12	14	15	19	G	5
I	5	6	6	6	6	7	9	10	12	11	I	5
R	5	5	8	8	9	7	5	4	1	1	R	6
T	4	3	-								T	5**

1974Wfg. (Slimak's Rule) Zine: The American Wargamer. GM: Kevin Slimak

A-Roger Powell (until S 02), Jim Stratton; E-Oliver Wischmeyer (until F 01), Jamie Solomon; F-Skip Morris; G-Jeff Marr; I-Mark Chilenskas; R-Michael Smolin; T-Steve Simmons. Game abandoned Fall 1902.

1971Rcv. (Youngstown IV/Phillips) Zine: Shaaft!!. GM: Andrew Phillips

A-Bruce Gletty (out S 05); C-Bruce Nash (Frank Stevens (temp S 04, F 04, S 05), out F 05); E-Banjamin Zablocki (res F 06), Dean Schwass (dro S 08), Robert Spencer (dro F 10), Ronald Kelly (out W 12); F-Rocky Bagala (dro F 09), Wayne Rutledge (out S 11); G-Tom Ward (dro S 03), Craig Besinque (dro F 05), Christopher Lipsey (out W 05); In-Mike Fiatel; I-Karl Pettis (res F 14); Thomas Berendt (won W 19); J-Bruce Coy; R-Herb Barents, T-Hal Norman (dro S 06), David Grabar (out W 11).

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19
A	4	5	4	2	1	-														
C	3	5	6	3	1	-														
E	4	8*	8	8	9	8	11	8	8	5	3	2	-							
F	4	8	10	9	9	8	2	2	1	1	1	-								
G	4	5	4	4	1	-														
In	3	5	7	8*	8	8	9	8	10	11	9	10	10	11	11	12	12	12	14*12	
I	4	7	8	8	9	12	14	16	18	19	21	25*25	27	27	30	31	33	36	37	
J	3	6	8	10	11	11	12	13	13	14	14	14	15	16	18	18	19	19	20	22*
R	6	7	7	10	12	15	14	15	15	18	21*21	22*22	18	16	12	10	8	2	1	
T	4	7	10*10	11*10	10*10	10	10	7	4	3	-		*							

1974Ofd. (Algernon) Zine: Situation XX. GM: Tomas Galloway

Jack Bradley, James Bruun, Dave Vaughn (won by concession F 07).

	in	00	01	02	03	04	05	05	07
Bradley	3	5	4	4	5	6	8	8	5
Bruun	3	3	5	3	3	3	4	3	2
Vaughn	3	3	4	6	6	6	7	9	13

#### NEW DESIGNATORS ASSIGNED

gn. Interplanetary Warfare

(Glenn Reed, Turnabout 6 (& 8))

go. Utter Chaos (Scott Rosenberg, Chaos 1)

#### VARIANT SERVICE ZINE INFO

Back issues of MN'zines (The Connubial Child Molester #1, Fafhrd & The Gray Mouser #1, and Lord of Hosts #1-#4) are available at 20¢ each plus postage.

EL DORADO is the zine of the Assoc MNC/Orphans & Statistics, Raymond Heuer, which is published in Lord of Hosts. (This issue is late because we waited...)

MILLER TIME is the zine of the Assoc MNC/Europe, Michel Feron, available at 4p per issue plus postage (or trade).

NAVB REPORTS are available from the Director, Dan Gallagher, one free on request.

PHOENIX, the Journal of the IDAVC (DVC?), #9-#13, is available for a self-addressed envelope and 4 ounces postage from the Chairman (Secretary?), Robert Sacks.

CEPHEIDS, the publication of the IDA Novice Committee, includes basic articles and game openings (regular and variant). Contact Robert Correll, 44 Rawlinson Ave, Toronto ONT CANADA M4P 2M9, for a complimentary copy.

Stab-Happy (Diller & Rosenberg, The Pocket Armenian 13/CHOAM 20). Switzerland and Caspian (Why? Why?) passable. Moscow connects to Syria and Barents Sea. The Aegean disappears to a canal inside Constantinople and Smyrna which connect by land to Greece. The Ionian connects to Syria. Warsaw absorbs Ukraina, StPetersburg Livonia and Finland, Baltic Sea Prussia, Belgium Ruhr (not really but...), Vienna Galicia, Greece Albania, Tunis North Africa, Western Mediterranean Tyrrhenian, Rome Tuscany, Brest Gascony, Paris Picardy, Mid Atlantic Irish, Wales Yorkshire, and North Sea Helgoland Bight and Skagerrak. Perhaps. Perhaps it's even worth the space I'm spending describing it. Probably not.

Pacifica (Scott Rosenberg, The Pocket Armenian 13/CHOAM 21). 8 players (Alaska, Australia, British Empire, Hawaii, Japan, New Zealand, Philippines, US); 10 island centers not considered land spaces. No relation to anything.

Diluvian (Matthew Diller, The Pocket Armenian 13/CHOAM 23). Every move a space changes land to sea or sea to land. Armies on coasts that become sea become fleets; Fleets in sea that becomes coast become armies (unnecessary); Armies inland that become sea are annihilated, as are fleets in sea that become inland; no specification for fleets on coasts which become inland, for creation of canals or straits, or which coast of a newly split coast a fleet is located on. Each player has 1 unchangeable home center; centers which change cease being centers. Due to the existence of the Gigaton Bomb Variant, this is not the worst variant in existence; it does come close, though.

Dilatory (Scott Rosenberg, The Pocket Armenian 13/CHOAM 23). Each move a space changes center to non-center or non-center to center. Better; could even be good.

1648: The Thirty Years War (IV) (Greg DeCesare, Novgorod #12). 8 powers (Spain, Sweden, and Poland for Italy and Germany), Russia and Poland at 4, Ottoman Empire at 5 + 5 neutral to others or reclaimable by him if he loses any home centers. 2 fleet per build limitation on each power. Spain optionally starts an army in Netherlands instead of Leon. Fleets can convert to armies. Neutral centers can be converted. There are mercenaries ( $\frac{1}{2}$  armies) which cannot attack. 2 4-point junctions. Many more spaces, land and sea. 12 month year with frozen Winters. Loanable supply centers. Worth looking at.

The Dying Earth or 10,000 AD (Lewis Pulsipher, available from Scott Rich). Each player receives, stacked, 2 armies, 1 hero, and 1 wizard; thereafter armies may not be stacked. Builds may occur in any open owned center. A hero adds 1 in support of units it is accompanying. Each wizard has a choice of 3 of the 7 spells available, and may use one each turn (in the same or adjacent space) before moving: kill opposing wizard, kill opposing hero (must be cast by two wizards), decrease strength of opposing stack by one, automatic protection against a single kill spell, destroy crops for this year (once during the game this may be applied against a non-adjacent center), attempt to find a sword or artifact in a previously neutral center to build a new hero or wizard, and double a center (must be cast continuously for a full year). Beautiful - highly recommended.

Sword & Sorcery (Scott Rich, perhaps available from Lewis Pulsipher). An extraordinarily complicated extension of Dying Earth, or perhaps an adaption of the sword and sorcery madness to Diplomacy (or is it the other way around?), this has to be read to be believed. Principal changes from Dying Earth: a King, CD when no King until a hero is converted, building heroes and wizards simply in lieu of units, a large list of spells with each wizard starting with only one (probably spellcreator), duels, and a number of options to counteract each of the foregoing. Caveat emptor. I certainly can't.

Bawtinhimer 8-player (Bob Bawtinhimer, Runestone #71). Add Spain (actually Iberia). Warsaw is neutral, Russia starts with an Army StP, 4 additional supply centers, and new or substitute spaces: Iceland, Northern Ireland, Ireland, Cambria, Alsace-Lorraine, Navarre, Aragon, Madrid, Leon, Castille, Morocco, Algeria, Sardinia, Sicily, Poland, and Ruthenia. Syria connects to Sevastopol. It appears to have a 4-point point for Bulgaria, Constantinople, and the Aegean and Black Seas.

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Gesta Danorum I (John Leeder, Runestone #72). A game from 4 to 8 players, vaguely reminiscent of Excalibur. Two players, the Norse and the Danes, begin with three off-board supply centers which disappear at the rate of one a year, and they may build either off-board or in any on-board center they own. Fleets may change to armies (but not vice versa) whenever they are in a coastal province. The Temes (Thames) is navigatable one province in, so that there are two provinces which border by water but not by land. In the 4 and 5 player versions, the Northern and Southern Angles stand in CD supporting each other. There is The Great Army which wanders around the board randomly; it starts as a triple army but loses one factor of strength each time it is dislodged, spends a Winter in a non-center province or the same center as the previous Winter; it only temporarily controls a center - the previous owner of the center (to whom it reverts) may bribe The Great Army to winter in some other player's center the following year by foregoing an additional center. I heartily endorse someone play(test)ing this game.

SPQR/Senatus Populusque Romanus/AD 120 (Michael Homeier, The Master Machiavellian). 6 Roman Prefects fighting for the Imperium, without any outside interference. 4 moves a year, one double coasted province, 3 island centers reachable from land, 1 island center not reachable from land, and (apparently) 3 4-point junctions which are undefined.  $\frac{1}{2}$  of the Prefects have their Trireme Fleets placed strategically;  $\frac{1}{2}$  do not. Middling.

Elimination (Doug Ronson, Paroxysm #5). The first player to be completely eliminated or to obtain 18 centers wins. A highly amusing concept, but it could easily last forever.

Ancient Empires I (John Boyer, Impassable 3rd Anniv. Iss.). I would first like to note that with the omission of a coastal connection between land spaces 3 and 15 along sea space F, John Boyer has done a beautiful job of cutting up and flattening a sphere. There is also a typo: "a fleet ... cannot move from J to 2 to 11." A game for 5 or 7 players. Each player begins with a fleet in a fortified center which has an intrinsic defense of 1 unit. One may build fleets in any center, but armies may only be built in fortified centers. There is also a name box between spaces 2, 3, 10, 11, 12, and 14 which I suppose is impassable (bad pun), but I think that in version II it should be omitted and boundaries extended to fill it in, essentially by absorbing it into space 12. Good and solid.

Flintlock II (John Leeder, Runestone #77). A rather interesting concept of the Anglo-French-Indian wars in North America on a rather "stylized" map of south-eastern Canada and north-eastern America. There are 6 players: France, England, and 4 Indian powers which bear some historical resemblance to the Indian powers of the time. Victory is a majority of the fighting strength on the board (with European Double Armies counting double); joint victory between the European power with a majority of the European strength (since there are only 2, that means the larger) and the Indian or "Native" power with the majority of the "Native" strength, is permitted (and encouraged). The native powers may use any land space as supply centers, and build in any they own; their units are amphibious, except that they may not winter on water, nor move into the North or Mid-Atlantic. The European powers have Double Armies, Armies, and Fleets, with DAS supported by two centers each (except that each power has two centers assumed in Europe) and buildable only in home centers; other units may be built in any settled area (occupied for a year, not "non-arable", not ravaged by native units) and no unit may winter in an unsettled unfortified area (there are "build fort" and "destroy fort" orders); Fleets may move along certain navigable water routes by special rules, but they may not winter in the Great Lakes. Water going units may cross between Ontario and the upper peninsula of Michigan, and between the upper and lower peninsulas of Michigan directly (of course those aren't the names on the map). Armies and fleets along the Great Lakes have the option (via "build boat", "abandon boat", and "destroy boat" orders) of converting to each other. Finally there is a "smallpox factor" which each European power carries around which are nice for indiscriminately destroying one native unit that is unfortunate enough to run into the particular DA when the factor is active. It shows promise of interesting play.

...diplomacy, rather beautifully done. Many bodies of water are combined; the North Sea is shrunk to benefit the Norwegian and the Channel; the Adriatic reaches Greece; more than one fleet of a given power may occupy a body of water; Kiel and Constantinople may be skipped by fleets if unoccupied by a unit that wishes to block it; there are two 4-point points: Spain, Atlantic, Agiers, Western Med.; Sweden, Norwegian, Denmark, Baltic; fleets may not retreat from water to land; while supports are all of equal strength, convoyed fleets are stronger than any other unit and fleets from (or in) a coast are weaker than any other unit; there are more provinces on the map: Ural, Persia, Arabia, Egypt, and Libya are added; except for Berlin and Kiel, no major power has two adjacent centers; there are several new double coasted provinces that are not supply centers; Germany has an extra center; Spain is split into three places - 2 of them centers; every province in Russia has at least one coast set-up is completely optional; there is an optional rule to permit builds in non-supply centers; supply center Venice has been moved to Milan to lessen conflict but the new center at Breslau is adjacent to Warsaw.

#### MILLER NUMBERS ASSIGNED

1975Cgm (Napoleon's Europe), Harry Drews, Paroxysm. A-Bert Van Den Boogaard, F-David Head, GB-Gerald Drews, OE-Sтивен Tilbrook, Pr-Peter Walker, R-Ian Schofie Sp-Michael Rosen.

1975Dbu (Youngstown II/Labelle Revision), Robert Sacks, Pellucidar. A-Red Beam, C-Chris Low, E-Mike Smolin, F-Andrew Ferguson, G-Paul Bean, In-Skip Morris, I-Mike Komaromy, J-Chris Downs, R-David Scott, T-Arn Proujansky.

1975Efc (Downfall ...), Dick Vedder, Quo Vadis. Elv-Ken StAndre, Dwa-Steven Bal Gon-Carl Fishman, Roh-Jim Lawson, Sau-Robert Sacks, Sar-Bill Linden, Umb-Raymon Heuer, Gan-Rod Walker.

1975Fge (Gigaton Bomb), Steve Solomon, The Gamemasters of Triskelion. A-John Mirassou, E-Dave Kadleck, F-Steve Goodman, G-Randy Christopher, I-Larry Hall, Jim Bumpus, T-Seth Fine.

1974AKcv (Youngstown IV/Phillips), Ozymandias, Anubis. A-Eugene Prosnitz, E-Ster Strudwick, C-Walter Blank, F-William Clumm, G-Howard Mahler, In-Arn Proujansky, I-John Carroll, J-Fred Hyatt, R-Blair Cusack, T-Wayne Modolo.

1975Gex (Schizo), Ozymandias, Anubis. A-Eric Verheiden, E-Wayne Modolo, F-Patri Efron, G-Don Efron, I-Doug Ronson, R-Bob DeLyzer, T-John Gross.

1975Hgn (Interplanetary Warfare), Peter Berggren, Turnabout. Amelthia-Steve Peluso, Axycellin-David Scott, Djorn-Bruce Chamberlain, Err-Richard Greenwell, Marstina-Don Stewart.

1975Iey (Kriegsmarine/Phillips), Andrew Phillips, Shaaft!!. A-Herb Barents, E-Timothy Tilson, F-Bruce Coy, G-Mike Fistel, I-David Grabar, R-Carl Adamec, T-Steven Peluso.

1975Jfc (Downfall ...), Raymond Heuer, Carn Dûm. Elv-J Facciolo, Dwa-Allen Stevenson, Gon-Howard Mahler, Roh-Andrew Weitzen, Sau-Kerry Roter, Sar-Robert Sacks, Umb-Margaret Gemignani, Gan-Edi Birsan.

1975Kex (Schizo), Gil Neiger, The Pouch. A-Greg Costikyan, E-Ben Grossman, F-Jeremy Paulson, G-Scott Rosenberg, I-Alex Katzoff, R-Matt Diller, T-Ray Heuer.

Since I seem to have the space, I will advise you that Scott Rosenberg has requested me to announce that 1974AGcv was started in The Pocket Armenian, not Carn Dûm as was mistakenly reported. I will further advise you that Matt Diller and Raymond Heuer did not concur in that request. The Miller Number Custodian assumes no responsibility for any actions which may occur to further confuse the situation.

1975Lgo (Utter Chaos), Scott Rosenberg, Urf Durfal & Chaos. Dave Barlow, Matthew Diller, Greg Costikyan, Dave Gladstein, Ray Heuer, Adam Kasanof, Jerry Paulson.

There has been an awful lot of discussion on this side of the Atlantic over a game called Intimate Diplomacy which was quite popular, and is still rather a favorite, on the other side. The game is played by two countries out of the seven on the Diplomacy Board, who annually compete to bribe the other countries into doing their bidding; the winner, of the two, is the first to get his unit into one of the other's home centers; all the regular rules of Diplomacy are in force.

Why the outrage and controversy? Well, it seems the Europeans block-voted and Intimate Diplomacy won the Calhamer Award for the Best Variant Design: then the Associate Miller Number Custodian for Europe, Asia, and Africa assigned 36 Miller Numbers to Intimate Diplomacy games, which the Miller Number Custodian published and requested the routine IDA subsidy for (which amounts to \$10.80). The screaming that was heard went something like "How can you have diplomacy with only 2 players?", a rather telling argument that cannot be answered directly. (Of course, it isn't supposed to be; it's supposed to be a variant.)

There were answers, however - the following comments are from the debate which occurred in PHOENIX, the Journal of the International Diplomacy Association Variant Committee (the debate resulted in the defeat of a motion which would've declared Intimate Diplomacy not to be a variant):

Callagher: ((Director, NAVB)) Is this really a Diplomacy variant? In my opinion, yes. The basic rule structure must be known and used which appears in the regular Diplomacy game, and while the negotiation aspect is eliminated in a way, the use of mercenaries and money make the non-player countries alive enough, money just replaces negotiation, and humans are replaced with the ideal economic men in the mercenary countries.

Brooks: ((IDAVC member)) My definition: A variant is any game played on the regular board with even one departure from the rule book rules or played on a different board using rules derived from Diplomacy rules or Diplomacy rules.

Patterson: ((IDA/UK Rep)) Personally I think a Diplomacy variant is a Diplomacy variant - provided it is in some way based on Diplomacy it should be included. Intimate Diplomacy changes far fewer of the Rules than do some variants.

The Boardman Custodians used to give numbers the GMs thought were regular, though \*ing them if they felt the game should not be rated.

Heuer: ((TDA Variant Officer)) ... I'm against the idea of someone working for perhaps years, designing a variant, only to be told by a committee of strangers that it really isn't a variant at all, but something else. Don't ask us what, we just know it isn't a variant. ...

Sharp: ((NGC Secretary General)) ... It remains extremely popular as a ftf game, and is still considered by me and I think many others to be the most original and valuable variant yet devised.

((There was also a request from Michel Feron, AMNC/Europe, which does not seem to have been received in time for printing, to keep Intimate Diplomacy for "sentimental reasons".))

Now (without accepting attacks on other questions) I refer back to my published statement in Lord of Hosts #1: "something must differ and something must remain the same, and both must be significant." In this case we clearly have a significant change (the number of players, the identity of players and countries, and the victory conditions) and a significant remainder (the board, the name and number of countries, and all the rules), so we do have a variant. What kind of a variant? It's not a board variant (same board), or a rule variant (same rules), or a political variant (same countries participating - same number participating), or even an abstraction, nor is it an economic variant for there are no economics involved in the support and supply of units other than the ordinary supply center count. What we have here is a meta-variant, one in which the game is the same - but the idea is changed. Consider a game of standard Diplomacy where 2 of the 7 players have a grudge, and the other 5 are playing the 2 against each other, and suppose the grudge is ended by a coup - one gets his unit into the other's center. Behold, you now have a game equivalent to Intimate Diplomacy.



# THE TRUE (BUT SAD) STORY BEHIND THE YOUNGSTOWN VARIANTS...

Reprinted with permission from MILLER TIME 1

by Michel Feron

(Thanks are due to Dick Vedder and Burt Labelle, whose articles in EL DORADO 5 and FAFHRD & THE GREY MOUSER 1 helped me very much in writing this article...)

No variant has more various versions than the world-famous Youngstown variant. This, of course, is a source of constant worry for Associate Miller Number Custodians, as well as for other lovers of neatness... So I thought this first issue of Miller Time would be the right place to try to get the final classification of Youngstown variants.

By the way, the classification as given below will be the official one, as far as this AMNC(E) is concerned.

1°/ YOUNGSTOWN I was the child of one Jack Tucker, way back in 1966 or 1967. Tucker was a member of the Youngstown Diplomacy Club of Youngstown, Ohio. Legend has it that this club regularly met for FTF sessions, but that they were only 11 regular members, so three of them had to watch the other ones happily stabbing each other or playing GM. So a variant for 10 players + 1 gamemaster was designed. This first version had no Off-Board Boxes, and the board in Asia was "considerably different" from what it is now. Also, Vienna and Berlin were double supply centers.

2°/ YOUNGSTOWN IIA: One good day, Rod Walker laid his hands on a copy of Youngstown I. As YI had not been published, nor played played postally, Walker decided to start a postal game. However, he introduced many changes, including the OBBs. YII is the most common version, and all other versions are derived from it.

3°/ YOUNGSTOWN IIB was due to a different between Rod Walker, acting as GM, and one of his players, Burt Labelle. Labelle had ordered a move from a space to an OBB that had this space as listed destination. Rod Walker disallowed the move, as the rules didn't mention them as possible. Labelle, obviously, didn't agree, so, when he started his own Youngstown games, he decided to allow such moves, creating this 1st sub-variant.

4°/ YOUNGSTOWN IIC was also created by Burt Labelle, but is mainly due to a mistake in designing the ditto master for the map. On some maps published by Labelle, there was no connection between Timor Sea and South Pacific Ocean. Labelle decided to use this map for his games, giving birth by the same way to a 2nd sub-variant.

5°/ YOUNGSTOWN III was designed by Doug Shaefer in 1971. It is identical to YVII, except for the 3 southernmost provinces of Japan, which were reunited.

6°/ YOUNGSTOWN IV was created by Andy Phillips in 1971. It uses the Labelle rules regarding OBBs, but also allows direct moves between some OBBs.

7°/ YOUNGSTOWN V was created in 1972 by Mark Weidmark. Weidmark, apparently disgusted by the mess about OBBs, decided to delete them from the maps.

8°/ YOUNGSTOWN VIA was due to Karl Pettis. It uses the Labelle rules for OBBs, but not the Phillips additions. Also, the nature of the various OBBs is made explicit.

9°/ YOUNGSTOWN VIB is the first European version. One Richard Walkerdine had published a map for YVIIA. But one Michel Feron wrote to Walkerdine, telling him about the Pettis version. This Pettis version was adopted by the players, with one more change: the strait between Hirosaki and Tokyo is made impassable. All UK Youngstown games use this version.

10°/ YOUNGSTOWN VII, created by James Massar in 1973, deletes the OBBs, but adds new spaces to allow moves between the Atlantic and Pacific areas.

11°/ YOUNGSTOWN VIII, created in 1973 by Richard Vedder, is the first new version of the variant. It adds Africa to the maps, and there is one more High Power: Transvaal. Rules regarding OBB's are changed, and there are a lot of special rules. Gamestart in 1881.



12°/ YOUNGSTOWN IX, also by Richard Vedder, is identical to YVIII, except that India is no longer a High Power, and the English F Johore is moved to Madras. Gamestart in 1881.

13°/ YOUNGSTOWN X is the same as YIV, but with India removed, and the English F Johore moved to Madras. The special rules of YVIII are also used. Gamestart in 1881 too. Also designed by Richard Vedder.

That's all for now, but I fear more will come....

Anyway, here is a list of the names and designators I will be using:

<u>version</u>	<u>name</u>	<u>designator</u>
YI	Tucker	(NPP)
YIIA	Walker	bu
YIIB	Walker/Labelle I	bu
YIIC	Walker/Labelle II	bu
YIII	Schaefer	cu
YIV	Phillips	cv
YV	Weidmark	db
YVIA	Pettis	(NPP?)
YVIB	Walkerdine/Feron	ei
YVII	Massar	el
YVIII	Vedder I	(NPP)
YIX	Vedder II	(NPP)
YX	Vedder III	(NPP)

NPP = not played postally; has therefore no Miller designator.

I should like to thank Michel for his attempt to bring order out of chaos, and Dick and Burt before him. I invite this kind of expository article (but not on the same subject, please!) to build up the store of knowledge available about variants.

As far as I am concerned, YIIA, YIIB, YIIC, YIII, YIV, YVIA, and YVIB are all the same variant, and YV is pretty much also. Massar's version is distinctive to itself, and Vedder's three form a third grouping. If we ever get around to recategorizing and collapsing the variants, these are the three categories of Youngstown I intend to use, unless someone can come up with good reasons for an alternative. Of course, what I really would like to do is to collapse all of them to one variant with a few rule modules: use of OBBs or alternatives, map of Japan, Timor Sea/South Pacific Ocean connection, Suez Canal, Africa/Transvaal addition, Indian removal, and Vedder's special rules. Given that a Youngstown map and rules usually runs to 7 pages, the complete package should take 10-11 pages. Would anyone care to put it together?

The Imperial Diplomacy Association Wants YOU!

Join the hobby's representative anti-democratic serious humorous functional free organization based firmly on such principles as individual rights, regional autonomy, and improving the hobby, intermixed with strong strains of humor and "imperial" rhetoric. Apply to Robert Sacks, TIDA 3rd Commissioner, 15-P Tang Hall, 550 Memorial Drive, Cambridge Ma 02139, with the following information: name, address, location in state or province (where it isn't obvious), memberships in wargaming and diplomacy groups, projects and zines associated with, projects you would like to work on, and why you want to join. Possible projects include game guarantees, conventions, variants, ratings, rulebook, hobby publicity and information, serious articles, humorous articles, serious awards, humorous awards, and TIDA organization and recruiting.

1974AEgc

Anyone to standby for Russo-Serbian forces?

Spring 1901

AUSTRIA (Tomary) F Adr S Ven, A Ven h, A Vie-Bud.  
 BELGIUM (Tomary) A BEL-Hol.  
 BULGARIA (Berggren) A BUL-Rum.  
 ENGLAND (Gemignani) F EC-Lon, F Nwg-Edi.  
 FRANCE (Bean) A Mar-Bur, A Mun S HOL Ber-Kie/nso/, A Pie-Tus, F WM-Tyr.  
 GERMANY (Berggren) A Den-Kie, A Hol S Den-Kie, A Kie-Ruh, F Swe-Bal.  
 GREECE (Gemignani) A GRE S Ser-Rum/imp/, A Ser-Rum.  
 HOLLAND (Drews) A Ber S FRE Mun-Kie/nso/.  
 ITALY (Drews) A Rom-Tus, F Tyr-Tus.  
 NORWAY (Drews) F Edi-Cly.  
 PORTUGAL (Tomary) F POR-MAO, F SpancS POR-MAO.  
 RUMANIA (Bean) A RUM S TUR Sev.  
 RUSSIA (Morris) F Fin h/uo/, A Mos h/uo/, A Nwy h/uo/, A Ukr h/uo/.  
 SERBIA (Morris) A Bud h/uo/.  
 SPAIN (Aronson) A Tun h.  
 TURKEY (Aronson) A Ank-Arm, F Bla S Sev, A Con h, A Sev S RUM.

ENGLAND to FRANCE: When Italian/Norwegian fleets pass by your coast, destroy it  
 Remember I was in Channel because he incriminated you.

What gaineth the Conqueror if he retaketh not his home? Fall 1903

AUSTRIA (Tomary) F Adr-Tri, A Ven h, A Vie-Bud.  
 BELGIUM (Tomary) A BEL h/Disl+Rem/.  
 BULGARIA (Berggren) A BUL-Rum/Disl/. A Bul r-Gre.  
 ENGLAND (Gemignani) F Edi S Lon-Nth, F Lon-Nth.  
 FRANCE (Bean) A Bur S Mun, A Mun S HOL Ber, A Pie S ITA Tyr-Tus, F WM-Tyr.  
 GERMANY (Berggren) F Bal S Kie-Ber, A Hol S Ruh-Bel, A Kie-Ber, A Ruh-Bel. 1 sh  
 GREECE (Gemignani) A GRE-Ser, A Ser-Alb. R A Alb.  
 HOLLAND (Drews) A Ber S FRE Mun.  
 ITALY (Drews) A Rom-Tus, F Tyr-Tus.  
 NORWAY (Drews) F Cly-Liv.  
 PORTUGAL (Tomary) F MAO-Iri, F Spanc-MAO.  
 RUMANIA (Bean) A RUM S TUR Con-Bul.  
 RUSSIA (Morris) F Fin-GoB, A Mos-Sev, A Nwy h, A Ukr-Gal.  
 SERBIA (Morris) A Bud-Gal.  
 SPAIN (Aronson) A Tun h.  
 TURKEY (Aronson) A Arm S Sev, F Bla S Con-Bul, A Con-Bul, A Sev S RUM. Build A C  
 COA-Warren "Skip" Morris/PO Box 288/Needham Ma 02192

French Munich Occupation Army to Kaiser Peter: Having a lovely time in Munich;  
 Don't you wish you were?

France to fall? Russia to grow?!

Spring 1904

AUSTRIA (Tomary) F Tri h, A Ven-Rom, A Vie S Tri.  
 BULGARIA (Berggren) A Gre-Bul.  
 ENGLAND (Gemignani) F Edi S Nth-EC/imp/, F Nth-EC.  
 FRANCE (Bean) A Bur-Pic, A Mun S HOL Ber/nso//Disl/, A Fie h, F Tyr C SPA Tun-Ka  
 GERMANY (Berggren) F Bal-Ber, A Bel-Bur, A Hol-Ruh, A Kie S HOL Ber-Mun.  
 GREECE (Gemignani) A Ser-Tri.  
 HOLLAND (Drews) A Ber-Mun.  
 ITALY (Drews) A Rom h, F Tus-GoL.  
 NORWAY (Drews) F Liv-Iri.  
 PORTUGAL (Tomary) F Iri-Wal, F MAO-EC.  
 RUMANIA (Bean) A RUM S TUR Bul.  
 RUSSIA (Morris) F GoB-Swe, A Mos-Ukr, A Nwy-StP, A Ukr-Gal.  
 SERBIA (Morris) A Bud S GRE Ser/otm/.  
 SPAIN (Aronson) A Tun-Nap.  
 TURKEY (Aronson) A Arm S Sev, F Bla-Con, A Bul S GRE Ser-Gre/nso/, A Con-Ank.  
 A Sev S RUM.

-:)Fall Moves due, Noon, Sat, 5 July 1975(:-

Peggy, Pete. Skip. and Zoltan: Resubscribe!

## FANTASY AND SCIENCE FICTION GAME SURVEY (#3 MAY 1975)

NAME	GT	HRS	COMPLEXITY	QUAL	#	OVERALL
Space Warriors	10	1	2.00	4.00	1	9.00
Star Probe	100	50	10.00	9.50	1	8.75
Gorgamella	29	-	6.35	7.35	7	8.71
Dungeons and Dragons	31*	6*	7.83	8.11	7	8.56
Space Huk (2nd)	24	-	7.33	7.50	6	8.50
Stellar Conquest	29	6.5	7.26	7.58	6	8.30
4000 AD	28	2.8	3.75	9.25	2	8.20
Alien Space	23	3.2	4.66	6.66	3	8.00
Nuclear Destruction	18	3	6.00	6.00	1	8.00
Revolt!	20	3	7.00	7.00	1	8.00
Midgard	inf.	-	9.60	5.50	2	7.88
Imperialism	20	2.9	4.05	7.55	2	7.72
Triplanetary	15	4.5	5.77	8.27	3	7.70
Lensman	35	9.4	7.98	6.86	4	7.61
Midgard II	inf.	-	9.75	4.50	2	7.55
Helm's Deep	14	2.8	5.20	7.90	4	7.54
Starlord (2nd)	22	4.8	5.25	6.75	2	7.50
Star Trek Battle Manual	20	2.5	5.90	6.80	1	7.50
Universe	15	-	5.00	-	1	7.50
Kam-Pain	inf.	-	6.00	3.66	3	7.33
Hextermination	11	.7	4.40	5.60	5	7.20
Assassin	18	2.2	5.29	6.33	7	7.14
Galaxy II	inf.	-	9.00	5.00	1	7.00
Starguard	10	2	5.00	5.00	1	7.00
Starship Enterprise	15	1.5	4.00	5.00	1	7.00
Starforce	18	4.2	6.25	8.00	8	6.96
Chainmail	20*	15*	7.25	6.86	4	6.85
Space Huk (1st)	15	-	6.07	5.58	7	6.76
Derch-Ach	11	.8	4.67	6.00	6	6.67
U F O	60	2	4.50	7.00	1	6.50
1000 B.C. - 1000 A.D.	inf.	-	7.00	7.50	1	6.50
Nebula 19	20	6	6.50	5.00	1	6.00
Siege of Barad-Dur	20	3.5	5.50	4.60	2	5.85
Nova!	15	2.5	4.00	3.00	1	5.00
Empire 1	31	6	5.58	6.83	6	4.83
Moonbase	14	-	5.00	5.00	2	4.75
Phantom Star Raiders	15	-	4.50	5.00	2	4.75
2nd Galactic War	15	3.3	4.40	6.75	5	4.30
Wayland Madness	13	.9	3.00	6.00	5	4.00
Rigellian Wars	40	4.1	3.10	3.13	2	3.50

\* Half of the voters indicated that the rules didn't imply any set length.  
Those who did give a number probably related it to a particular scenario they have played.

Games known to exist but receiving no votes: Stellar War, Solar War, Empire, Jetan, Xius, Xeno, Xeno II, Stellar Warfare, Space Centurians, Raumkrieg, Galaxy, Poroxia V, War of the Empires, War Between the Planets, War of the Worlds II, Space Wargaming, Wars of the Ring I, II, III, Astroblitz, Elsinor, Hyperstellar War, Pentac, Starship Combat, Alrisha XIV, Cold War 2007, Galactic Empire, Galactic Patrol, Quadrant XLII, Interstellar Conquest, Space War, Stellar Empire, Tactical 4-D, The Asteroid Game, Starlord (1), Midgard Ltd, Star Kings

FANTASY AND SCIENCE FICTION DIPLOMACY VARIANT SURVEY (#3 MAY 1975)

<u>NAME</u>	<u>GT</u>	<u>HRS</u>	<u>COMPLEXITY</u>	<u>QUAL</u>	<u>#</u>	<u>OVERALL</u>
Bioplomacy	22	5.6	6.65	7.33	3	8.33
Dalarna II	26	7.2	5.20	8.02	1	8.27
Earthsea Diplomacy	37	6.8	6.54	7.84	7	7.85
Sword & Sorcery Diplomacy	18	5	6.00	5.00	2	7.75
Algernon Diplomacy	26	-	6.00	6.40	5	7.70
Cities In Flight Diplomacy	20	5.9	7.00	7.25	4	7.00
Lunatic Diplomacy I	19	5.7	6.00	6.30	6	6.37
Lunatic Diplomacy III	23	7	7.75	6.00	2	6.25
Third Age II	40	12	5.70	4.90	1	6.25
Lunatic Diplomacy II	18	6.5	6.50	6.00	2	6.00
Downfall of TLOTR and ROTK	30	9	5.00	5.20	1	5.50
Excalibur	25	7	4.20	5.20	1	5.10
Middle Earth IV	25	7	4.00	6.50	1	5.00
Middle Earth VII	25	7	3.50	4.50	1	4.90
Middle Earth II	25	7	4.00	5.00	1	4.80
Hyborean Age II	26	6.3	3.99	4.63	4	4.75
Witch World II	17	4.8	4.97	2.64	6	3.94
Witch World	25	6	3.05	4.00	1	3.75
Middle Earth VI	28	6.2	4.91	2.79	1	2.93
Logical Diplomacy	14	3.8	2.80	5.00	5	2.80
Middle Earth V	25	6.3	3.08	2.15	3	2.54
Logical Diplomacy II	16	4.2	2.19	0.08	1	1.55
Interstellar Diplomacy III	30	8.7	4.00	4.27	1	0.95

Variants known to exist but receiving no votes: Dalarna I, Mordor Verses the World I, II, III, IV, War of the Rings Diplomacy I, II, Hyborean Age Diplomacy I, Foundation I, II, Middle Earth I, III, Interstellar Diplomacy I, II, Third Age I, Galactic Diplomacy, Cosmic Diplomacy

As you can tell from the foregoing, Thomas Galloway, 237A Regulus Ave, Virginia Beach Va 23454, is running a Feedback Service for Diplomacy Variants and Fantasy & Science Fiction Games. I encourage each of you to participate by sending for each game or variant the following information:

- A Name of game/variant
- B Playing time in game turns/seasons
- C Playing time in hours for FTF play
- D Complexity (0-simplest, 4-regular Diplomacy, 10-most complex)
- E Physical Quality and Completeness (0-poorest, 10-best)
- F Overall Rating (0-poorest, 10-best)

All numbers should be expressed as a decimal mixed number (i.e. 7, 2.5, .08) with no more than two decimal places.

Persons submitting ratings should include their name. This will allow the changing of a "vote" due to additional play, &c. It also protects the rating system from being subject to fixing. Not that anyone would do that, but ...

In each category the winner will be starred (\*), and each candidate or write-in who receives 3 or more votes will be listed along with his tally.

#### SEVEN MOST HATED PERSONS IN THE HOBBY

- \* Gordon Anderson - 23
- \* Lenard Lakofka - 22
- \* John Beshara - 17
- \* Charles Reinsel - 15
- \* Rodney Walker - 14
- \* John Boardman - 13
- \* Buddy Tretick - 13
- Lewis Pulsipher - 11
- Walter Buchanan - 10
- Evan Jones - 10
- Conrad von Metzke - 10
- Edi Birsan - 9
- Eric Blake - 9
- James Massar - 8
- Ronald Kelly - 5
- Robert Sacks - 5
- Bangs Leslie Tapscott - 5
- Gary Peterson - 4

#### WORST PUBLICATION

- \* Big Brother - 11
- Diplomacy World - 8
- Command Post - 5
- La Guerre - 3
- Mixumaxu Gazette - 3

#### WORST NEW PUBLICATION

- \* Command Post - 10
- Diplomacy World - 8
- Big D/Sinai - 7

#### WORST RELIABLE GAMEMASTER

- \* Charles Reinsel - 14
- Buddy Tretick - 9
- Kevin Slimak - 5

#### LEAST RELIABLE GAMEMASTER

- \* Gordon Anderson - 13
- Jeff Key - 7
- Charles Reinsel - 5
- John Mirassou - 3
- Conrad von Metzke - 3

#### WORST SINGLE PRESS RELEASE

- \* Peter Berggren/1974CN/  
Pellucidar 27 - 14
- Scott Rosenberg et al/1973CNbu/  
Carn Dûm 2 - 11

#### WORST PRESS RELEASE SERIES

- \* Lenard Lakofka/A Search for  
Treasure /Diplomacy World - 15
- Evan Jones/The Habbits &  
The Lord of the Board/The Times - 9
- Duncan Smith/Kimball Drek/  
The Pouch & Carn Dûm - 8

#### WORST REGULAR GAME

- \* 1973AR/Pellucidar - 17
- 1972CP/Bellicus - 4
- 1974HB/Arrakis - 3

#### WORST VARIANT GAME

- \* 1973ABdu/The Pouch - 8
- \* 1973CJeq/Pellucidar - 8
- 1973AUde/1901 and all that - 6
- 1971Dbu/Lost Horizons et al - 3
- 1973Hbu/Pellucidar - 3

#### WORST VARIANT DESIGN

- \* Gigaton Bomb - 18
- Intimate - 5
- Colonial - 3

#### WORST PLAYER

- \* Margaret Gemignani - 9
- Fred Winter - 3

#### LEAST MERITORIOUS CONTRIBUTION TO: THE HOBBY

- \* Lenard Lakofka - 8
- Robert Sacks - 7
- Allan Calhamer/Diplomacy - 6
- Douglas Beyerlein/BPP - 5
- Conrad von Metzke/BN Transfer - 3
- Rodney Walker/The NY Conspiracy - 3

#### WORST ARTICLE

- \* Lenard Lakofka/IDA Presidential  
Campaign Statement - 18
- Allan Calhamer/Scoring a Diplomacy  
Tournament - 6
- Evan Jones/An Honest Review of  
Binary - 5
- Michael Honig/The Honig Rating  
System - 3

#### SPECIAL AWARD

- \* Nicholas Ulanov/Best Campaign  
Statement for the Wrong Race - 10
- Conrad von Metzke/Record Number  
of Drop-outs - 9
- Evan Jones/Open Mouth, Insert  
Foot - 7
- Robert Sacks - 7

For next year we have an additional category (courtesy of the staff of the April 1 fake issue of *Paroxysm*) LEAST RELIABLE ALLY. Nominations for new categories and in all categories for 1975 are due to Robert Sacks by January 31, 1976, together with pledges to publish ballots.

12

It is with great pleasure that I present the 1975 Gemignani Awards List, for I feel it justifies the work that was put into it. Over 40 people voted, though some were locals who never played postal diplomacy and were therefore ineligible; many of the bona fide voters cast some or all of their votes for write-ins which were mostly throw-away votes, except of course those cast for me and a few others who do appear in the tally. I do wish that there had been more nominators, more distributors, and more voters, BECAUSE ONLY IF LARGE NUMBERS OF PEOPLE PARTICIPATE WILL WE HAVE CONFIDENCE IN THE MEANING OF THE TALLY. As it is, examining the tallies, I think we have well and properly recorded what the hobby thinks about when it thinks about worst and least.

I should like to thank Margaret Gemignani for agreeing to have these awards named after her; I was frankly surprised and delighted when she did for, in spite of the fact that she is a fine person and reasonable player, her reputation lends an appropriate tone to the awards. Unfortunately, Margaret has been rather viciously attacked by some of the night-crawlers of the hobby, and in the process of disassociating herself from the awards (entirely unnecessarily as I will elaborate) stated that the awards were discontinued; as you can see, they were not. For the record, according to Act 4 of The Imperial Diplomacy Association "The Gemignani Awards are officially sponsored in the custody and under the sole direction of the 3rd Commissioner" who happens to be me; Margaret has no control or responsibility whatsoever, nor has she ever.

Not all of the decriers of these awards were night-crawlers; some were merely of the small-minded variety who, while making public show of their adherence to the wishes of the hobby, have arrogated to themselves the determination of those wishes, and prior to this, the first, awards list and teller's report, proclaimed these awards a failure without evidence, insisted they be withdrawn, and, in some cases, attempted outright sabotage. I am disgusted that they were so unwilling to see what the results of this process would be before they attacked it. I should like to ask them if they blame election officials for including splinter party candidates on the ballots because they don't want people to get a chance to vote for candidates that they weren't going to in the first place, and I ask them to approach all matters in the hobby with an open-mindedness previously unexercised by them.

Among the night-crawlers, the small-minded, and the few who I suppose stated their qualms in good conscience and good faith, there seems to be a belief that these were somehow intended to hurt or to laugh at their recipients; this is not so. We hope that each recipient will accept these in the full spirit of their meaning - these are the opinions of a plurality of the hobby who participated in this election, nothing more AND NOTHING LESS. I do not know where comes the tendency that some people have to interpret new things as bad, but I deplore it. I am especially disgusted with the smear that is used when there are no factual arguments, that what is being done is "sick" - as is typical in such cases, this smear is given on the basis that it is justified if any one is offended, and that the smearer has a right to his opinion. Pornography is in the mind of the censor.

Therefore, I say proudly to all those who have decried this award one of the noblest mottoes in the English language (which not being in English I must translate) SHAME ON HIM WHO THINKS BAD OF IT! I am proud of this effort; for the first try it has been a success, but we will attempt to do even better next year. GOD SAVE THE TSAR.

*Robert Sacks*

Robert Sacks  
Gemignani Awards Teller

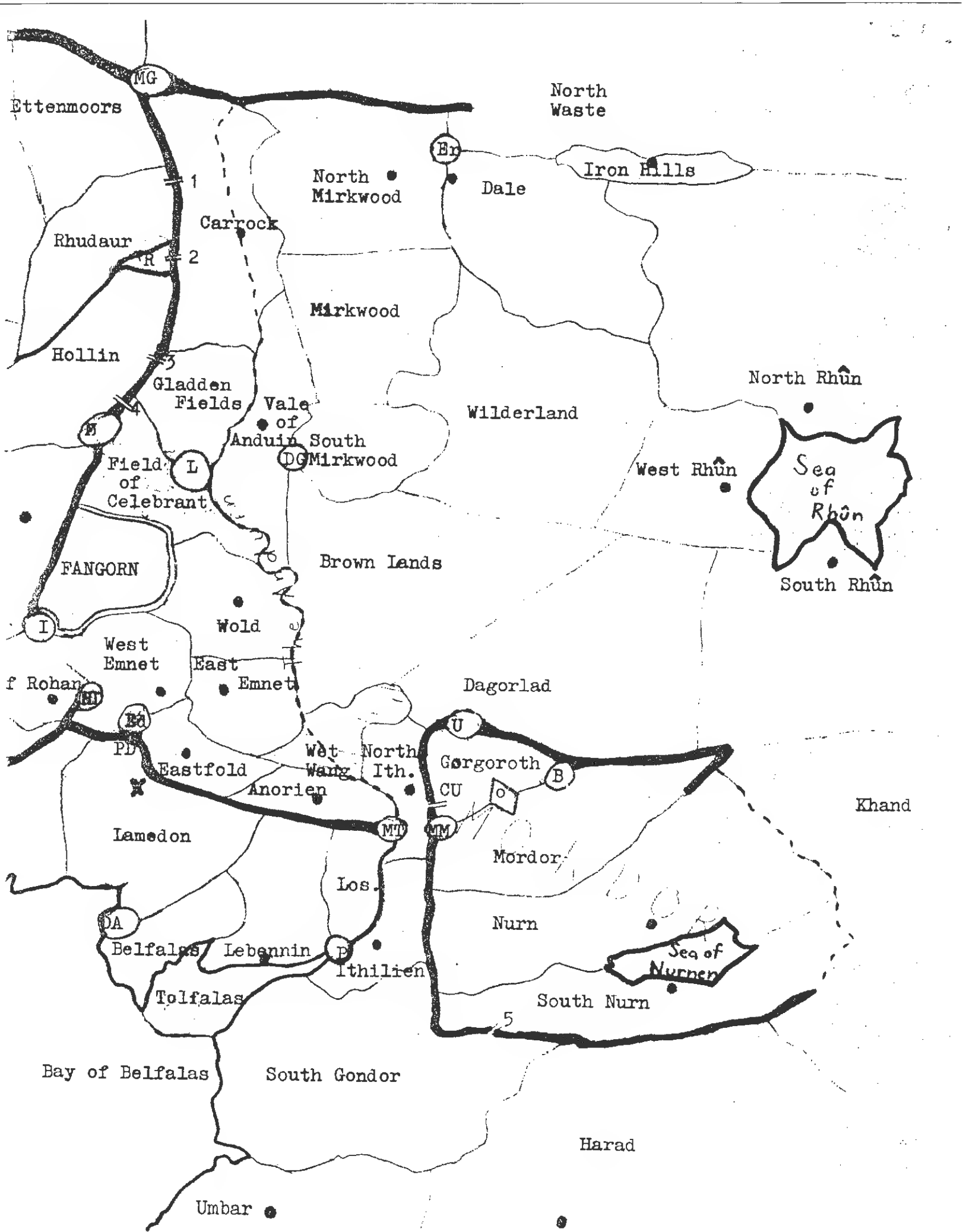
# THE DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING II

(or Ring Simulation)

A Diplomacy Variant by Robert Sacks

- The standard rules of Diplomacy apply except as noted below.
- Adjustment months are January, April, July, and October; the other 8 months are move months. The game begins February 1418 SR. Initial Placement is:  
GAMEMASTER: The Ring anywhere west of the Anduin (Carrock to Tolfalas);  
as ENTS: 2 DAs & 2 TAs Fangorn.  
ELVEN LORDS: Gandalf anywhere; The Eagles unused; F Gray Havens; Elrond & A Rivendell; Galadriel & A Lorien.  
RANGER: Aragorn in or next to Fornost; Frodo & Sam, Merry & Pippin in The Shire; Dead TA Lamedon; Dispersed Ranger A Fornost.  
NORTH: As Dale, Erebor, Iron Hills, North Mirkwood.  
ROHAN: As Eastfold, Edoras, Gap of Rohan, Helm's Deep.  
GONDOR: DA Minas Tirith; As Anfalas, Dol Amroth, Lebennin; F Pelargir.  
SARUMAN: DA Isengard; A Dunland; Balrog & A Moria.  
HARAD-RHÛN: DAs Harad, North Rhûn, South Rhûn; F Umbar.  
SAURON: TA Barad-Dûr; DAs Minas Morgul, Udûn; As Dol Guldur, Nurn, South Nurn; as LORD OF THE RING: The Nazgûl in Barad-Dûr.
- DA=Double Army. TA=Triple Army. Multiple armies may not split their strengths into separate supports or attacks; a single attack on a multiple army cuts all its support. Multiple armies and fleets may not be built. Each TA may once during the game eliminate an opposing piece or unit or stack it has attacked which would have been dislodged. A multiple army has only single strength when attacking through a pass or disembarking from a convoy. Convoy is by A/F: prior to movement each turn a fleet may load an adjacent or stacked army (single or multiple); in lieu of movement and if not attacked, a fleet may unload the army to a land space it is in or adjacent to (without the army's consent). A fleet may stack with an army of the same power, or of a power it may not attack. When in convoy, an army has no combat value; when in stack, a fleet has no combat value. Fleets ashore are not dislodged but captured.  
Fangorn and Wetwang cannot be entered by armies (except for Ents). The thick heavy lines are mountains and are impassable, except to The Nazgûl; there are 7 passes through the mountains: Sauron may block one of the 5 numbered passes each turn; the Paths of the Dead (PD) is closed until Aragorn moves through it; Cirith Ungol (CU) is closed except to a piece or unit or stack carrying or wearing The Ring.
- Fortresses (circles on the map and Rivendell) are all supply centers and add 1 in defense of units (and Galadriel) in them. Dol Amroth, Edoras, Erebor, Helm's Deep, Minas Tirith, Moria, and Udûn are ordinary fortresses. Mount Gundabad is a supply center for Saruman, Sauron, and the Lord of the Ring only. Rivendell and Lorien are fortresses for the Elven Lords and the Ranger Army only. Any non-flying piece in Barad-Dûr, Dol Guldur, or Isengard is imprisoned by an army of Saruman, Sauron, or the Lord of the Ring holding there. When vacant, Minas Morgul may only be entered by units or pieces of Saruman, Sauron, the Lord of the Ring, or Harad-Rhûn. A unit in Pelargir may veto fleet access between Lossarnach and either of Tolfalas or Ithilien; fleet access to Minas Tirith or North Ithilien is only from each other and Lossarnach.
- The Ents, the Elven Lords, and the Ranger are not affected by supply center loss, cannot build units or take over supply centers, or put on The Ring, but on each turn their units have the option of returning to the initial owner or of neutralizing a supply center it is in. The Gamemaster plays the Ents with great restraint they have a range of 2 spaces from Fangorn, stack with themselves, the Elven Lords the Ranger, and Rohan (which they may not attack or be attacked by), and are activated only on need (e.g., Harad-Rhûn is overrunning the area) and a request of high literary merit (the interchange should make interesting press) of some piece which has moved into Fangorn.
- Pieces (underlined throughout these rules) have special properties: all pieces stack with each other and all units, except that any of the three Elven Lords pieces stand off The Nazgûl (and Gandalf and Elrond together can dislodge it); if a piece supports an attack from the space it is in (on land only), it moves or retreats with the unit it was supporting (but is not annihilated except by the TA





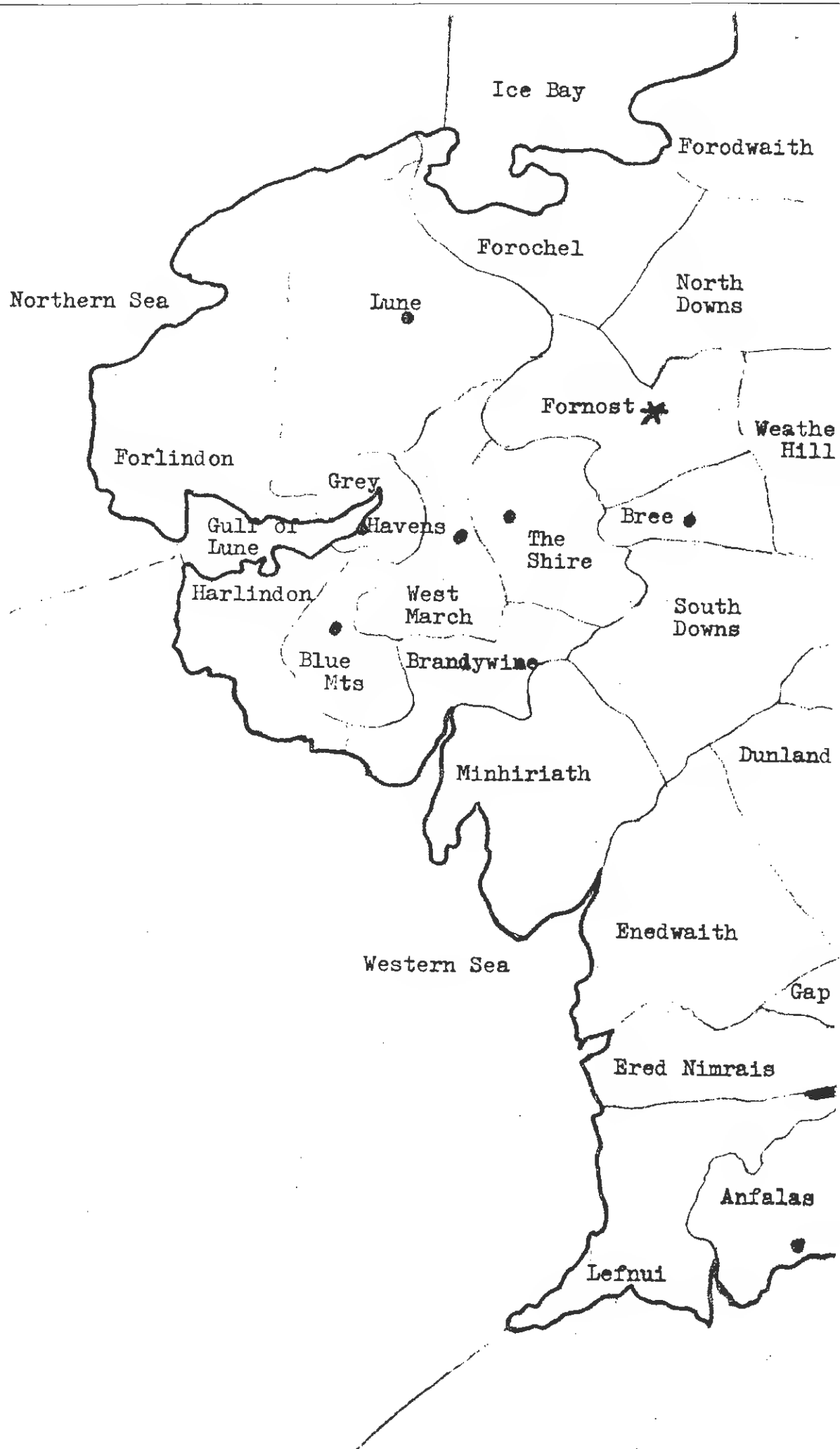
option); no piece has any effect on supply center control; all pieces may cut each other's support (including those hobbit heroes); the whereabouts of pieces not involved in combat are not revealed. The Nazgûl moves (cutting supports) or support with strength of 1 army, within 2 spaces of its location, and it may fly (but not remain) over water. Gandalf, Elrond, and Aragorn each may support with the strength of 1 army. Galadriel has a strength of 2 armies in defense by herself, and in addition to any fortress she is in and any army she is with - if the Gamemaster is not advised which powers she opposes and which she assists, he will use his own judgement. Elrond and Galadriel must be in a fortress or Fangorn or accompany a unit, or proceed by the most rapid route to one of them he/she does not oppose - the Gamemaster will override an order violating this rule. If Elrond is in Rivendell, Rhûn, or Hollin, he may selectively flood one or all of the rivers between them, blocking passage. If Gandalf meets an army of Rohan or enters a supply center controlled by Rohan, Rohan may give him a horse. Once a year (and at least 9 months after the previous call) Gandalf may call in The Eagles who may support or attack anywhere with a strength of 1 army, and he may move anywhere on the board (without his horse or The Ring). The Balrog stays in Moria, destroying any armies or pieces that enter except those of Saruman, Sauron, the Lord of the Ring, or Harad-Rhûn; it mutually eliminates with one of the three Elven Lords pieces although Gandalf is resurrected there on the next adjustment.

- The Ranger Army, the Dead TA (when activated), Aragorn, and Gandalf when he has a horse from Rohan have Double Impulse - they make two consecutive moves each turn (including standoffs, except they cannot stand off a unit after first moving to the space it began its turn on by then moving to the space the unit was ordered to). The dispersed Ranger army defends each vacant supply center adjacent to the space it is in with strength 1 in each; it is activated as a move by agreement of the Elven Lords and the Ranger; it disperses after retreat. While the Dead TA is inactive it cuts all support from Lamedon, and adds strength 1 to any unit holding in Lamedon. When Aragorn and the Ranger Army pass through the Paths of the Dead into Lamedon, the move automatically succeeds, and the Dead TA is activated until 1 year elapses or it fights at Minas Tirith; it cannot enter or attack into Mordor when Aragorn and the Dead TA arrive at Minas Tirith, he takes over Gondor, may capture supply centers, and may build at Fornost and Lamedon (which now become ordinary supply centers) or any of Gondor's controlled home centers; he now is affected by supply center loss (but the Dead TA is always supplied, and the Ranger Army is always considered to be supplied by Fornost even if it has been captured). The Ranger Army stacks with the Dead TA and the armies of the Elven Lords, Ents, Rohan, and (after he takes it over) Gondor.

- The Lord of the Ring (whoever is wearing The Ring; otherwise Sauron) controls The Nazgûl; he and Harad-Rhûn cannot dislodge each other or capture the other's supply centers; he cannot give or receive any support, or participate in convoys, or stack with fleets of any player except Harad-Rhûn (convoys and fleets in violation of this are destroyed); if he drops The Ring (except for Sauron) he goes into CD.

- The Ring never goes over a body of water. A dislodged army drops The Ring; a successful supported attack on a piece carrying The Ring causes it to drop. Picking up The Ring, or putting it on, or throwing it into Orodruin takes a turn. If two players come across The Ring a piece (not in the party which dropped it) has priority over a unit - otherwise no one picks it up. If a player has a multiple army, he may not put The Ring on with a lesser unit. A player is told the location of The Ring if he discovers it in a space he has a unit or piece in; all players are told when it is put on. If a player puts on The Ring, Sauron's DAs become single armies and his TA becomes a DA. If Saruman puts on The Ring, all his existing armies become DAs. If Rohan puts on The Ring, he loses protection from combat and stacking with the Ents and the Ranger Army. If Sauron's TA (even if reduced) is eliminated his DAs reduce and he goes into CD.

Sauron wins by putting on The Ring. A player not Saruman, Sauron, the Lord of the Ring, or Harad-Rhûn wins by throwing The Ring into Orodruin (and the Elven Lords win also). Any player controlling all supply centers except for units besieged in fortresses or other small closed positions wins. (The Lord of the Ring and Harad-Rhûn may also achieve a joint victory.)



# EL DORADO # 7

This is El Dorado, a genzine devoted to the publication of the VEGA (Variant Equation Games Analysis)

rating system and other such things as pertains to the duties of the Associate Miller Number Custodian for Orphans and Statistics (henceforth AMNC/O&S). It is, as you may have noticed, a sub-zine of Lord of Hosts, and is produced by Raymond E. Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418 (send all complaints to him). This is Apollo Publications #21.

## PREFACE

This project began about two months ago when Robert Sacks told me that he had appointed me AMNC/O&S, and seems accursed. Although it says up there that VEGA should appear herein, unless a small scale miracle occurs, it will not. The blasted system just doesn't want to be printed, and is doing anything it can to prevent it. That is a long and boring story, so I won't tell it here.

What I will tell those of you who don't know the derivation of the name, at least as it pertains to a variant zine.

Long 'bout June of 1972, Richard Vedder decided to start a rating system for variants, there having been only one (rather unsuccessful) attempt at it before (Don Miller in Diplomania #29). About a month later, on 7/7/72, he published El Dorado #1. (At this point I would like to take time out to thank Walt Buchanan for sending me a copy of El D #1 gratis when requests to Dick and Robt came up empty.) In it was this explanation of the system:

## THE VEGA RATING SYSTEM

The VEGA (Variant Equation Games Analysis) Rating system basically consists of awarding points on the basis of a player's place-finish in descending order of importance. Hence, in a 7-player game, for example, 2nd place would be worth 6 pts., 3rd 5 pts., 4th 4 pts., etc.. Besides a fixed number of points for 1st place, the winner also receives one point for every position eliminated during the course of the game. Thus, if 3 countries were eliminated in our example above, the winner would receive  $7+3=10$  pts.. In case of a draw, I have added up the points for each place involved, and divided by that number of places, rounding up to the nearest whole number. In case of joint or multiple wins, each victor is accorded winner's points. Players who resign are assigned points on the basis of their place at time of resignation, but never higher than the  $\frac{1}{2}$ -way place which, since most variants have an odd number of players, is defined as that place where  $\text{points}=\text{rank}$  (using our example, the  $\frac{1}{2}$ -way place would be 4th(=4pts.)). In the few games with an even number of players, the exact  $\frac{1}{2}$ -way place is of course used. Players who are dropped by a GM for failure to submit orders, or who are removed for hanky-panky, failure to pay game fee, etc., are penalized by having points subtracted from their score. In the case of drops, the pts. subtracted depend on the number of players: 5pl.=-1pt., 6pl.=-2pts., 3l.5pts. 7 pl.=-2pts., 8 pl.=-2.5pts., 9 pl.=-3pts., 10 pl.=-3.5pts., 11 pl.=-4pts.. For games with more than 11 players, a no. of pts. =  $1/3$  the total number of players at game start (rounded up to nearest whole no.) is used. In all cases of removals, pts. subtracted =  $1/2$  the total no. of players at game start (rounded up again). In order to qualify for being rated, a person must have played for at least 2 game-years or 4 campaign seasons; drops and removals are the sole exception to this rule, being counted regardless of length of play. In some instances, a few players held down more than one position simultaneously (due to absolute lack of s/b's); in these cases I have counted each position

(Cont. p. E1D2)



played as being a separate game if, for each position in question, the player has been in for the minimum period of time set above. The same treatment is also accorded to those replacement players who are repeatedly put in and eliminated out of the same game (due once again to s/b shortages). In the case of players who are eliminated simultaneously from the same game, the procedure followed is illustrated by using our example again, in which one player, say, has already been eliminated (thus earning for himself 1pt. for 7th place), and now two more bite the dust simultaneously in the same season; each person is then assigned 3 points for 5th place. Finally, the total no. of points earned by each player is divided by the total no. of games considered to produce an average. Oh, and in those games with multiple victory criterion, place-finish has been set in relation to those criteria.

The format I shall use in reporting my results will closely follow that of Numenor. Each variant report will include a complete game summary (if one doesn't exist), and a separate ratings chart. Then in conclusion I will present a combined ratings chart, including all games reported except those with more than 11 players (such as Anarchy I & III). Symbols: T=total games; W=wins; J=joint or multiple victories; D=draws; 2,3,4, etc.=place finish; Rs=resignations; Dr=drops; N=games not considered for one reason or another (such as GM participation in own game, playing for less than 2 game years or 4 campaign seasons, etc., altho games currently active are not considered in this category); S=no. of games survived (no points), Rm=removals, E=no. of games eliminated in (no points), A=no. of games presently active in. The columns do not always add-up; like Numenor, there is no cross-checking feature. S=Summer.

Then came the rating list for Aberration I, or at least for the only game completed which Richard had the game summary for, 1969Gac. El Dorado's #2&3 followed in quick succession, #3 being published on 7/28/72, including the combined ratings list for the first time, with Don Miller (11.9 average) at the top. El D #4 was published on 2/10/73, somewhat late, probably owing to the fact that Rod Walker, who had run off issues 1-3 for Dick, had "retired" from the hobby. #4 was produced through the facilities of Conrad von Metzke, and included this statement:

ERRORS/CLARIFICATIONS. I made a few goofs in El Dorado #1. The introduction to the Miller Number Index gives the false impression that the number of games not rated for some reason will be expanded from games currently in progress. What it should have said was that this number would be decreased. The only games I do not include in VEGA are team games, games which never finished, and games which are in my opinion too close to the original Diplomacy (Calhamer 5-man is the sole exception, in order to provide some basis of comparison between VEGA and regular Diplomacy rating systems). A few other games, like Anarchy I & III, are individually rated, but are not included in the combined ratings list. Other goofs include .... where it reads "6pl.-2pts." it should be "-1.5pts".....

El Dorado's #5&6 included updates of the various individual ratings as well as more news of the variant hobby. That pretty much brings us to the point in El D #6 when Dick learned that the new Miller Number Custodian, Burt Labelle, was planning to come out with a statistical zine in the vein of Everything. Although this zine (Pafed & the Grey Mouser) one showed up once during Burt's one-year term, the rumor of it was sufficient to kill El Dorado and VEGA. Then, earlier this year, the current MNC decided that VEGA should be revived, ditto El D to carry it, so here it is. Next issue should include the new Combined Ratings List, updated through this issue of LoH.

# PARLEMENT According to Sacks

## DISTRIBUTION OF BLOCS

	Capital	Eastern	Western	Northern	Southern
Worker	5000	2000	2000	1000	2000
Intelligentsia	3000	1500	1500	1000	1500
Bourgeois	1000	2000	5000	1000	2000
Catholic	1000	2000	1000	7000	2000
Peasant	0	3000	3000	3000	6000

## INITIAL LEGISLATIVE RECORDS AND SEATS

	W	I	B	C	P	
Communist	4	4				Capital 1-6, Eastern 1-4
Socialist	4	4	2			Capital 7-10, Eastern 5-6
Radical	2	4	4	2		Eastern 7-8, Western 5-8
Center		2	4	4	2	Western 1-4, Northern 1-2
Conservative			2	4	4	Northern 5-10
Monarchist			2	4	4	Northern 3-4, Southern 7-10
Nationalist			4	4		Eastern 9-12, Southern 1-6

## BLOC PREFERENCES ON THE LEGISLATIVE PROGRAM

THE BUDGET					BILLS										
	Def	Wel	Edu	P W	1	2	3	4	5	6	7	8	9	10	
W	L	H	H	H	Y!	Y!	Y	Y	N	Y	N	N!	N	N!	
I	L	H	H	H	Y	Y	Y!	Y!	Y	N	N	N	N!	N	
B	H	L	H	L	N	Y	Y	Y!	Y	N	Y	Y	N	N	
C	H	H	L	L	N	N!	N	N	Y	N	Y!	Y	Y!	Y	
P	H	L	L	H	N	N	N	N!	N	Y	Y	Y	Y	Y!	

## MINISTERIAL VETOES OF THE PREMIER'S PROGRAM (a low Public Works item is exempt)

Foreign	Bills 1, 2, 5, and 6
Finance	Bills 4, 5, 9, and 10
Justice	Bills 3, 7, and 8
Defense	Bills 1 and 3 and low Defense item
Agriculture	Bills 4 and 6
Education	Bill 9 and low Education item
Welfare	Bill 10 and low Welfare item

Parlement has 50 members, elected from 50 districts distributed among five regions, each with its special arrangement of voting blocs. The members are in seven parties, except for some members who are independent (expelled from a party, not put up for reelection, or elected as an independent). Each player is assigned a party by preference list; if a party loses all its members in an election the player is out of the game. All the members of a party from a particular region form a faction; the party leader instructs each faction to vote on bills and other matters as a bloc, and may expel a faction at any time. Independent members may not serve as Ministers, and are associated with the bloc that has given them the most legislative points (or sponsored them for election), or in case of ties with the bloc that has the most votes in that region, and in further ties alphabetical order by bloc name is used.

The game starts in 1921 and proceeds from year to year; each year is subdivided into periods of which there may be any number. A new year starts each time a new Budget is proposed (not revised). The game begins with the first session of Parlement; after each election, a new session begins. During each period each player may consult and negotiate with any other player, though he is not bound by and promises made during negotiations. All moves and financial transactions are effected simultaneously and are assumed to take place at the end of the period in which they are made; except for certain explicit concurrent actions, none may be made conditional on others.

The Government consists of the Premier and seven other Ministers, each of whom is a member of Parlement. The first order of business whenever there is no Government is the formation of a Government (unless an election intervenes). A Government is formed when factions represented in or endorsing the proposed Government list have 26 or more members of Parlement. The Government list

list includes which members, by district, hold each Ministry, and other faction not in the Government which endorse it; it must be approved by the party leader of each faction in or endorsing the Government, and no faction may endorse or participate in more than one proposed Government. Independent members cannot join Governments, but if all the factions in the proposed Government have better than a  $\frac{1}{2}$  voting record with the bloc the independent member belongs to, he endorses the proposed Government. A given member may hold more than one Ministry. Should no Government be formed within a reasonable time, some member will be summoned to form a caretaker Government.

The Government falls if the Premier resigns or is defeated in an election, a bill is defeated on the second vote or a Budget on the third vote, or 5 or more Ministers resign at the same time. The Premier may replace a Minister with the consent of the party leaders of the members being removed and installed; he must replace Ministers who resign or are defeated (with only the consent of the party leader of the member being installed). A Minister may not be replaced during an election. The Premiership may not be transferred without the consent of the party leaders of all the Ministers.

When a new Government takes office, it must propose a Program for the first year of its office, unless the preceding Government did complete the voting on its program. The Program consists of a Budget and, in order, any bills to be voted on; in each succeeding period (unless the Budget or a bill is defeated) in order the Budget (as a group) and the bills (one at a time) are voted on; bills may not be added or removed from the Program while it is being voted on. The Program is proposed by the Premier as a move; if he does not propose one in a reasonable time an all high Budget and no bills become the Program. Certain Ministers may veto certain bills and certain low Budget items, and these vetoes override that provision of the Program. If the voting on the Program is completed, the Government must propose a new Program for the succeeding year. If the Government falls before the voting on its program for a year is completed, the incoming Government need not complete the voting on the previous Program unless each Ministry is held by the same faction as before. If the preceding Government was unsuccessful in getting its Budget passed, the new Government must propose a Budget for that year; if the preceding Government was successful in passing its Budget, the new Government may propose additional bills for that year or a Program for the next year. A bill which has been passed may not be resubmitted until an election has intervened.

All items in the Budget are voted simultaneously. To vote each party leader instructs each of his factions how to vote (High or Low or Abstain on a Budget item, Yes or No or Abstain on a bill); independent members vote according to their Bloc preference. A bill or Budget item passes when it achieves a majority of the votes cast, provided no more than half the members Abstain. If one or more Budget items are defeated, the entire Budget must be resubmitted, although it may be changed; if a bill is defeated, the Premier must resign or resubmit it.

Each faction and each independent member builds a legislative record with each Bloc. Each vote (counting the last time each bill and the Budget is voted on, and the vote on a Budget which brings down a Government) in accordance with the Bloc preference earns one point with the Bloc; if there is an exclamation point an additional point is earned; further, on any bill that passes that the Bloc favors an additional point is earned if the bill would not have passed if all the factions of that party (or independent members in a bloc) which voted for a bill had abstained instead. The legislative record is cumulative throughout a session of Parliament; after each election, the number of each faction's points is divided by one more than the number of years in the preceding session, truncated. The voting record is calculated by dividing the legislative record by the number of bills and Budget items voted on that session.

Each party has a treasury controlled by the party leader; the unit of currency is the crown. A party leader may transfer funds to another party as a move in the game. The party of a Minister receives 1000 crowns at the end of the first period of each year he is in office. At the start of the first session of Parliament and at the end of each period in which an election is called each



party receives 2000 crowns for each seat in Parlement it holds. If every faction of a party has at least as many legislative points any faction of any other party with some Bloc, and that party is the only party in that situation with that Bloc, that party receives 5000 crowns at the end of each period in which an election is called. Independent members accumulate money for their seats and as transferred to them by parties.

An election must be called after the fifth year of a session of Parlement or whenever two Governments fall in the same year; the Premier may call an election to take place when voting is completed at any time except during the vote on the last bill in the Program (or the Budget if there were no bills). If the Government falls after an election is called, or after the Budget of the fifth year of the session has been passed, or if a Government has already fallen that year, an election is held immediately without a Government in office. Whenever possible, the first period of the election is to occur simultaneously with the voting on the last bill of the year (or the Budget if there were no bills).

In the first period of the election, the party leaders put up candidates in the various districts. If there is voting on a bill in the same period and the bill fails, the candidate lists are held (without changes) until after the second vote (or third vote on the Budget). Each party pays 1000 crowns for each candidate it files; each independent pays 1000 crowns and files for re-election as an incumbent (once defeated, an independent does not run again); if a party does not file an incumbent for re-election, he runs anyway as an independent. If sufficient payment is not made candidates are withdrawn, non-incumbents before incumbents, in numerical order by district number and alphabetical order by region. If after candidates have been put up it appears that no one has put up a candidate in a given district who has better than a  $1/3$  voting record with some Bloc, then an independent candidate supported by that Bloc files for an election.

A candidate of a party in a region where that party has no legislative record because it has no incumbents (including those not put up or expelled on or after the filing move) runs on the record of another faction of the party designated by the party leader (of at least 2 members if there is one); all candidates of a given party in a given region must run on the same record.

In the second period of the election, voting is done. If every faction of a party has five or more points more than any faction of any other party with a Bloc, then the party leader can instruct the voters of that Bloc to vote for anyone except they will not vote for candidates with a voting record not better than  $1/3$ , the party leader must have an incumbent in each region he exercises this power, and votes cannot be taken away from an independent whose legislative record is within five points of the party's lowest faction with that bloc. Otherwise each Bloc casts half its vote, plus an additional 10% for each point lead the party has, for the candidate with the most legislative points with that Bloc in that district; the rest of the votes of the Bloc go to the candidate with the second most points (ties split) provided he has more than a  $1/3$  voting record. An incumbent receives 1000 votes in addition to the votes he receives under any other provision; each Minister receives 2000 votes instead. In addition, a candidate may be aided by any party which may buy votes at 1 vote per crown (and an independent candidate automatically spends all his funds) up to 1000 votes per candidate.

In the second period a candidate who receives more than half the votes cast in his district wins the seat; otherwise a runoff must be held. In the third period, candidates may be withdrawn. In the fourth period the runoff is conducted in the same way as in the second; bought voters stay bought and additional voters may be bought up to the original 1000 limit. In the runoff, a candidate wins if he has more votes than any other candidate; in case of tie in odd-numbered districts the candidate first in alphabetical order by party or Bloc name wins and in even-numbered districts the candidate last in alphabetical order by party or Bloc name wins.

A party which gains 26 or more seats in an election wins.

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